

## ABSTRACT OF THE DISCLOSURE

A virtual venture trade game is provided in which significant  
5 venture target related information (such as, for example, stock  
related information) can be selectively provided to a user or a  
player. In a virtual stock trade game system 10 for allowing a  
plurality of players to virtually experience stock trade, buying  
orders and selling orders for stocks are received from a portable  
10 phone 22 of each player. At least the brand of the stock virtually  
owned by each player in the game space is managed based on the buying  
and selling orders. Stock related information is obtained from a  
data input terminal 12 for a stock analyst with association to a  
stock brand, and an electronic mail containing the stock related  
15 information is transmitted to the destination determined as the  
player who owns, in the game space, the stock brand associated with  
the stock related information.